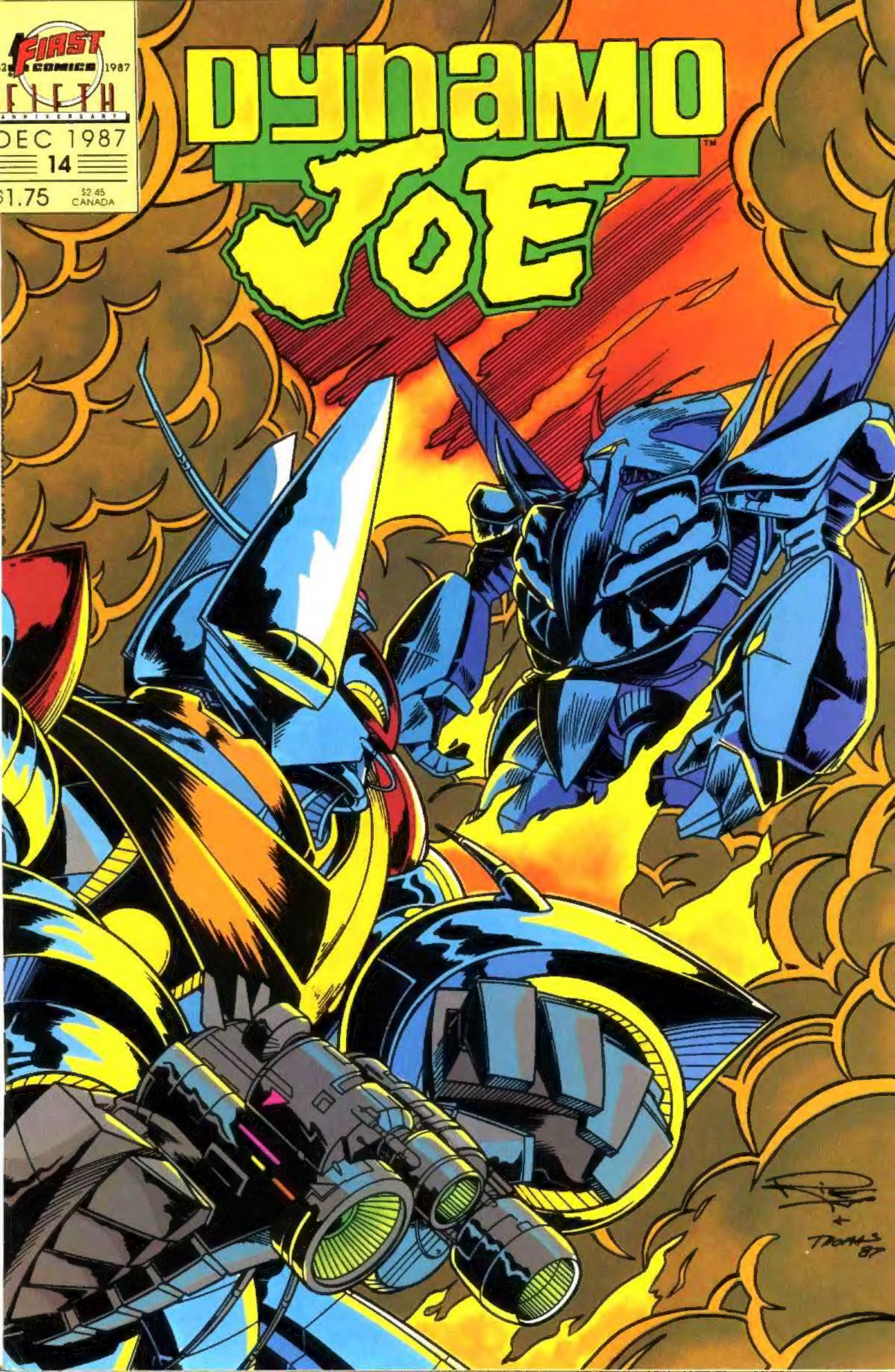


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DYNAMO JOE™



WHO ARE THESE GUYS, ANYWAY?



It is a new age, more than a thousand years hence, yet human nature has changed little. The forces and conditions that have bred wars in the centuries gone by now breed a different kind of war, a new breed of warrior. One of these new warriors is the robosoldier **Dynamo Joe**. This is his story.

Only three civilizations exist in our spiral of the galaxy, the greatest being the **Terran Confederation**, centered on Earth. The galaxy is shared with the cat-like **Tavitans**, and a benign master race, the **Imperium**.

The two man crew of **Dynamo Joe** consists of:

1) **Sergeant Elanian Daro**: citizen of the Imperium.

2) **Private Pomru**: a young Tavitan out to see the Universe.

Ten years before the start of this story, the planets at the Galactic rim fell under attack by a bizarre extra-galactic enemy called the **Mellenares** — millions of microscopic organisms linked together to form a single group consciousness, and possessing the ability to read minds. The foe moves at sub-light speeds, in an obsessive straight-line, devouring planets in its path.

LAST ISSUE: Pomru discovered that the mysterious battlesuit **Wolf-1** was not a machine but a sentient being with its own grim plans for the future of the Alliance. But first the crippled Wolf-1 will have to get past an upgraded Dynamo Joe, piloted by Daro and **General Ippolitov**...

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DYNAMO JOE

EVEN AS
DAMAGED AS WOLF-1
IS, GENERAL, I DON'T
KNOW IF JOE CAN
HOLD HIM.

THIS... CREATURE FEEDS
ON DEATH, SERGEANT. WE
CANNOT ALLOW IT TO GO FREE
AMONG THE WORLDS OF THE
ALLIANCE. WE MUST STOP IT
HERE AND NOW!

ABATTOIR

co-plotters
PHIL FOGLIO DOUG RICE
script artist

BRIAN THOMAS - inker
BUHALIS & FIELDS - letterers

RICK TAYLOR - colorist
RICK OLIVER - editor



YOU SAVED MY
LIFE IN HYPERSPACE...
FOR THIS... I GIVE YOU
THE CHANCE... TO
LEAVE... ALIVE.

COME. THERE
ARE SAFER PLACES
TO BE.

SARGE!
NO! HE'LL MAKE
MINCE-MEATBALLS
OUT OF YOU!

HAW.
DON'T BET
ON IT.

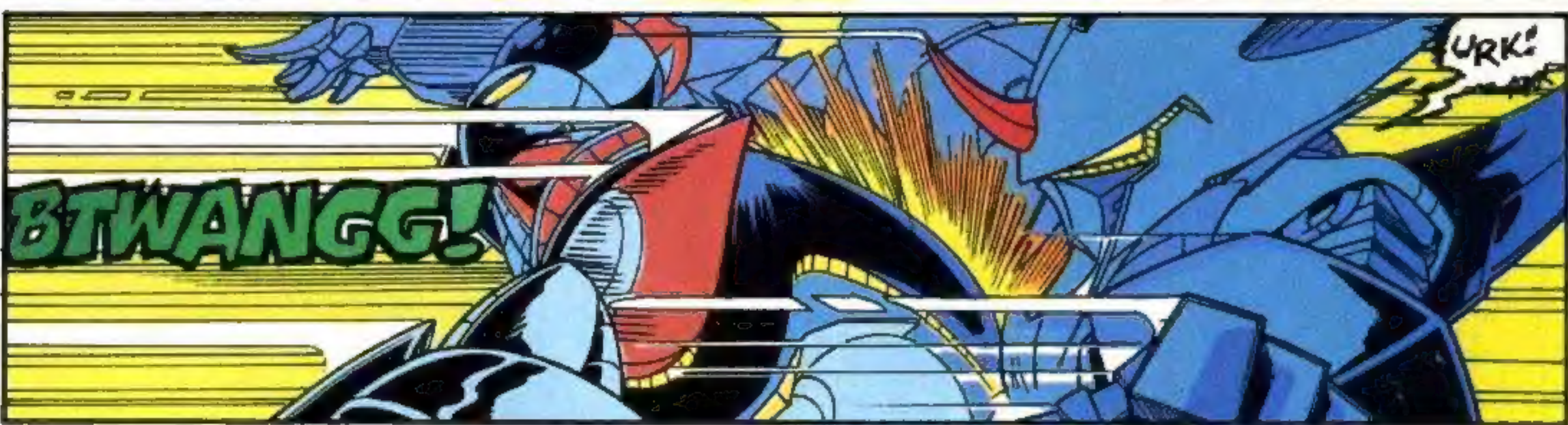


I AM NOW GLAD THAT
COMMAND PERSONNEL IS
REQUIRED TO SPEND
TIME IN BATTLE SUIT
SIMULATORS, DA?

YOU JUST
CONCENTRATE ON
KEEPING US MOVING,
GENERAL. I'LL HANDLE
THE FIGHTING.



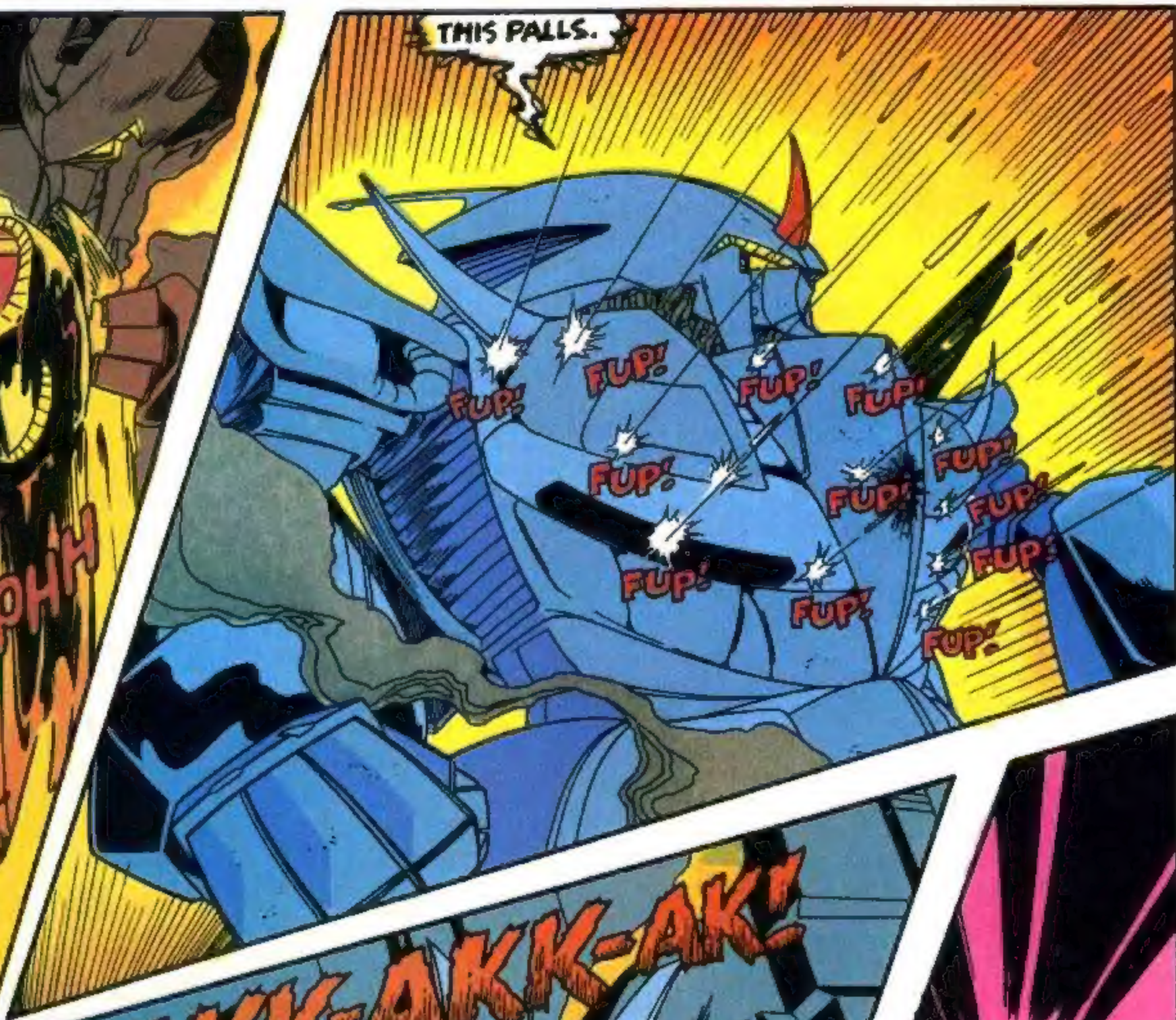






ENOUGH!

SSH LUMPHH



THIS FALLS.

FUP!

FUP!

FUP!

FUP!

FUP!

FUP!

FUP!

FUP!

FUP!

FUP!



SKRAKK-AKK-AKK!

WE'VE LOST
SEVERAL POWER
LINES!

THE
LEECH
GENERATOR'S
CRASHED! DAMN!
WE'VE LOST THE
DYNA-SWORD!

DYNASWORD



THE REPAIR PROGRAMS
HAVE RE-ESTABLISHED OUR
POWER GRID.

JUST GET THOSE
LEECH GENERATORS
BACK UP, A.S.A.P.



BECAUSE WE
ARE FAST
RUNNING OUT
OF TIME!

THE LITTLE MASTERS
WOULD HAVE BEEN
PROUD OF YOU.

DEATH!!

IN THIS
ENCLOSED AREA,
OUR BEST
CHANCE...

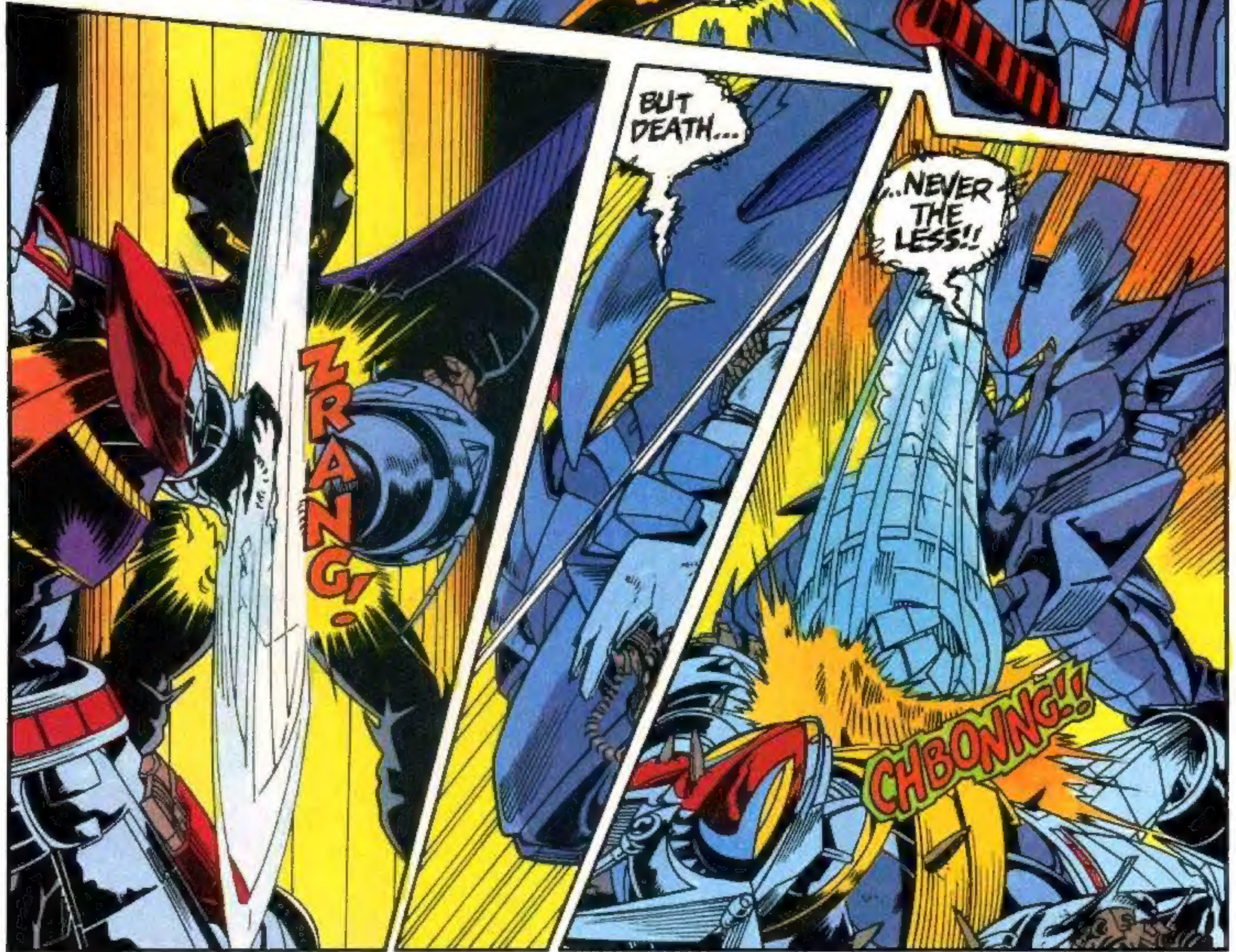
WE
CAN'T
DODGE
IT...

K-THUNNG!

...IS TO GET
SO CLOSE HE
CAN'T USE IT!

TO SECONDS TO
GENERATOR
POWER UP...

HEAD CANNON! FULL
AUTOMATIC FIRE!



FOOT ROCKETS--
ON!!

RWOOAAAAAAA!!

NOW, LET'S
GET OUT OF HERE
BEFORE WOLF-1
GETS BACK UP.

REEEEEEEE

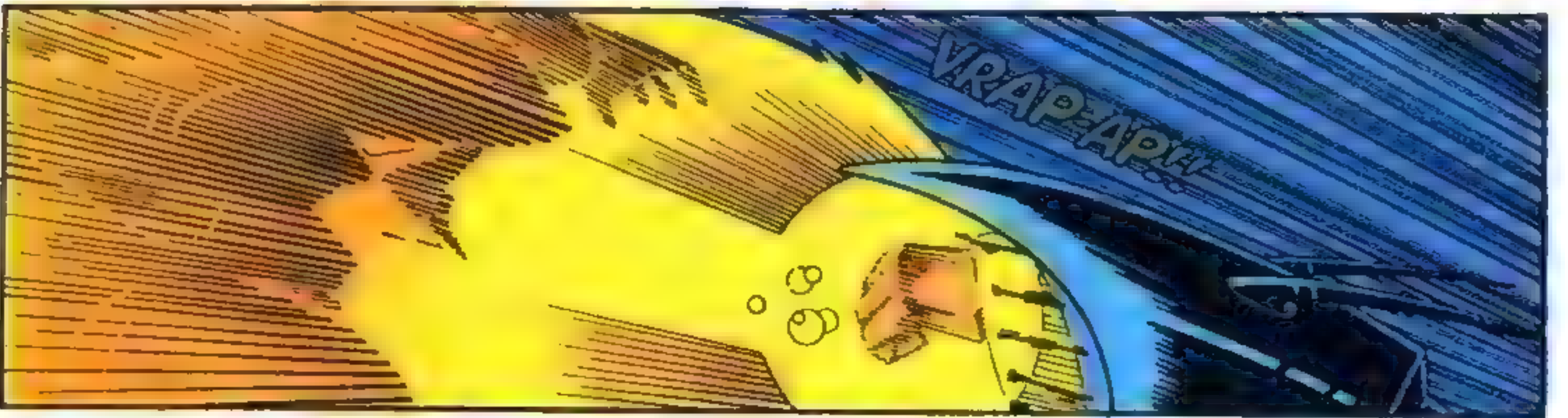
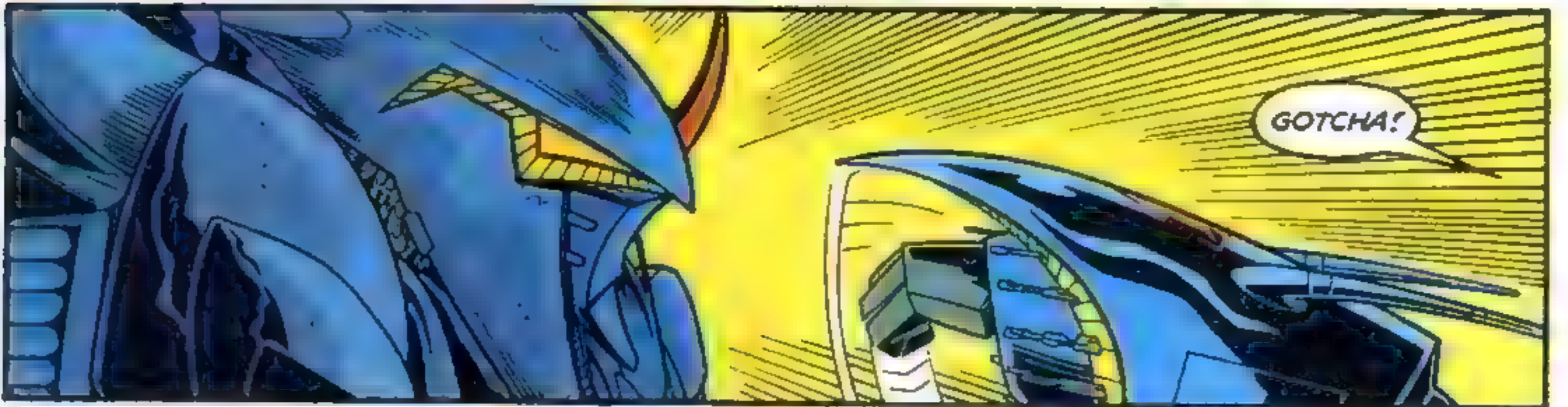
DIE!

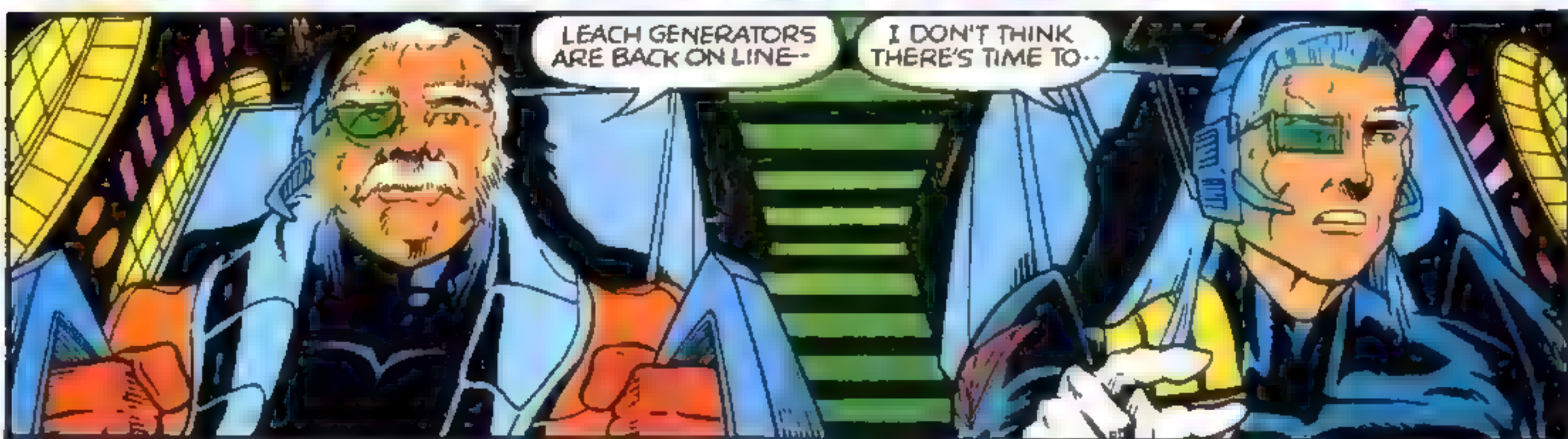
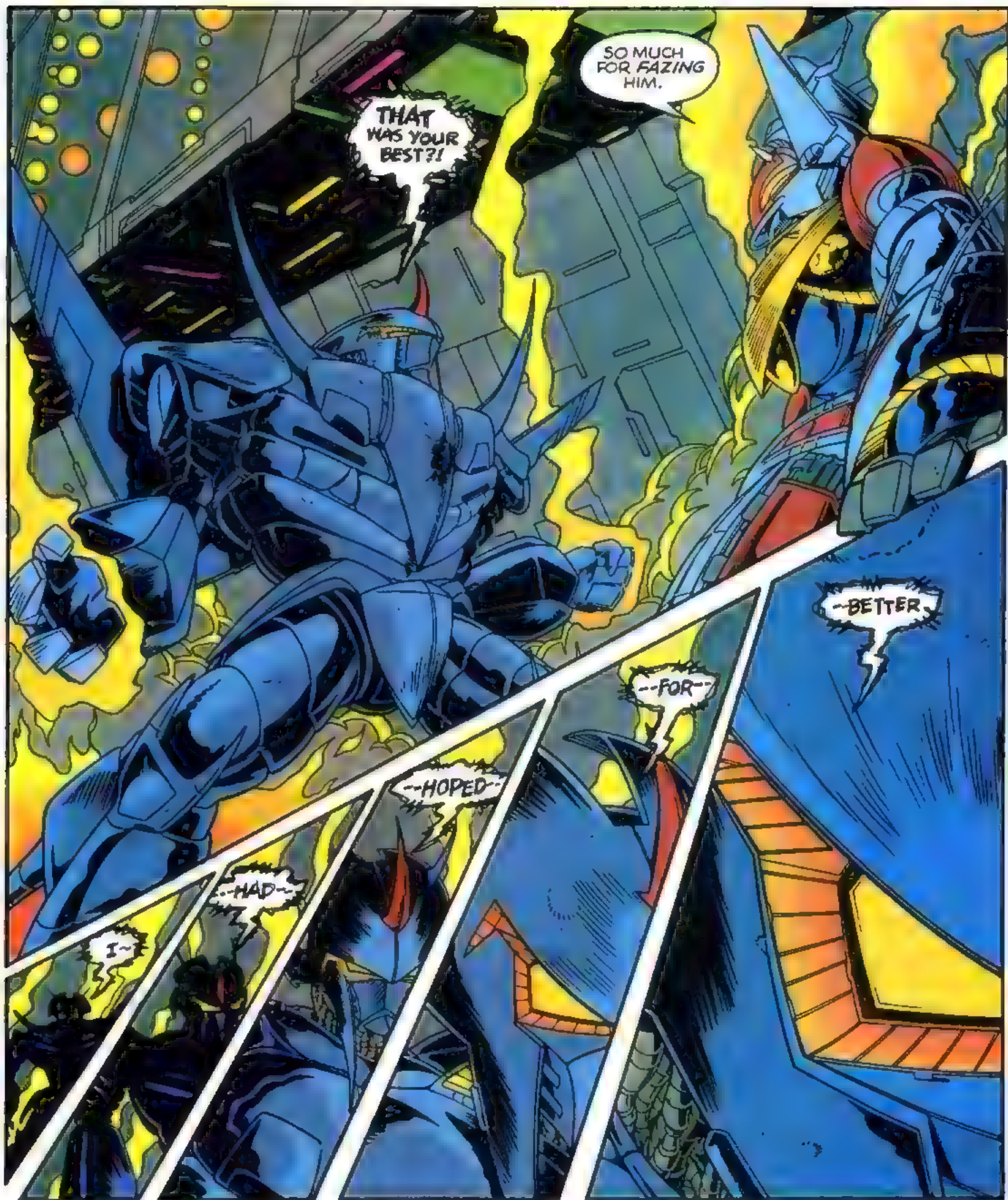
VOWWMM!!

MOWHOOOM!!!

THE SHIELDS HELD!
HE MUST BE GETTING
WEAKER!!

SO ARE WE--
THE SUIT CANNOT
TAKE MANY MORE
HITS LIKE THAT.





FIRST NOTES

Oops!

Okay, so we made a mistake. **Howard Chaykin's** original vision of **American Flagg!** is a hard act to follow, and we didn't do such a great job in the post-Chaykin era. We had some talented people working with us: **Mark Badger**, **Randy Emberlin**, **Steven Grant**, and **J. M. DeMatteis**, and we just sort of set them adrift in uncharted waters with a cheerful wave and a hearty "good luck!"

Mostly, I blame myself. I never really understood what Chaykin was doing with **AF!** (hey, let's be honest: how many of you really understood it?), and I never gave our writers a whole lot of editorial direction. (And considering the fact that my title is "editorial director," this might be construed as something of a major slip-up on my part.) It's always hard for a writer to pick-up someone else's creation and run with it. In the case of **AF!**, it's particularly difficult — and with an editor whose most constructive comment is "Gee, I don't know," it's damn near impossible.

After floundering around like this for the better part of two years, I hit upon a brilliant solution: I called Chaykin. And he was already one step ahead of me.

"I've got this great idea for a 50th anniversary issue of **Flagg!**," he announced (which was strange, because he hadn't bothered to say hello or ask who the hell was calling him at 3 a.m.). "I've plotted out this four-part story, starting with issue #47. **Paul Smith** will draw issues #47 and #48, **Mike Vosburg** will draw issues #49 and #50, **Mindy Newell** will dialog #47-49, and I'll write #50 myself!"

"Gee, I don't know," I replied, not wishing to appear inconsistent.

"Good," he continued, oblivious to my vital editorial input. "We already have the first three issues laid out. You'll love it! And then do you know what I'm going to do?"

"No," I quickly responded, relieved to have a definite stance on something.

"I'm putting together my own team to produce **American Flagg!** on an ongoing basis. I'll plot and layout each issue myself and oversee the production of the finished art! It'll be even better than the original **AF!** because I'll be working with my own hand-picked team of talented artists, refining a new synergistic style! In fact, this is such an unbelievable breakthrough that we should change the name of the book and start out with a new number one issue!"

"Gee, I don't know," I interjected, reverting to form.

"You always were a wimp, Oliver. You know that? Trust me on this one. When have I ever let you down?"

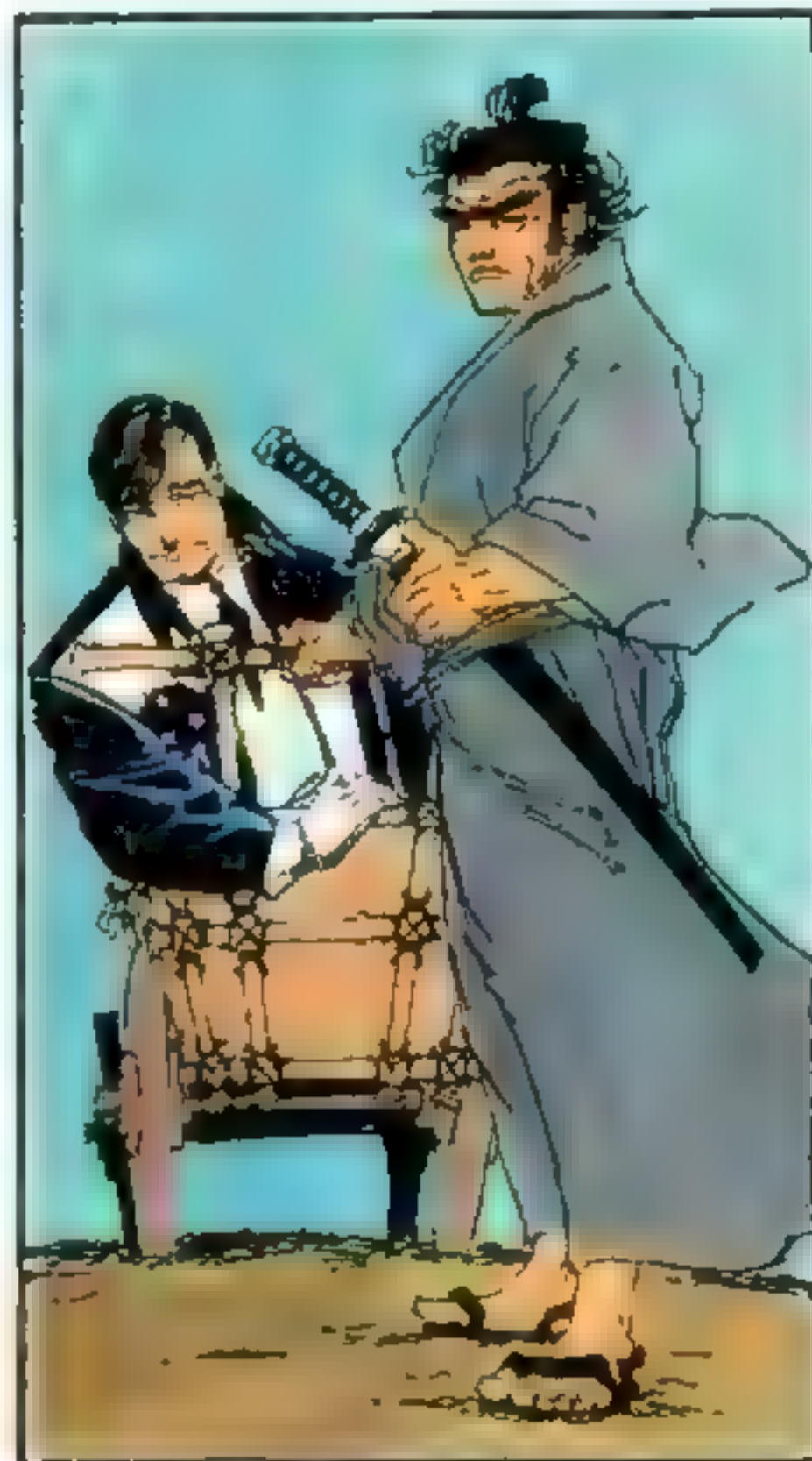
After thinking about it for several weeks (I didn't want to rush into anything) I realized the answer was "never" — **Howard Chaykin** has never let us down. And if he's got a plan for **American Flagg!**, odds are it's a great one. Check it out and decide for yourself,

starting this month in **American Flagg!** #47, leading up to a bolfo 50th anniversary issue, and continuing beyond with either issue #51 or #1, depending on my earth-shattering editorial decision.

Going Once, Going Twice, Going...

The first printing of **Lone Wolf and Cub** #1 sold out overnight. So did the second. As I write this, we're going to press with the third. Needless to say, **Lone Wolf** has far exceeded everyone's expectations, and we're working overtime to meet the unexpected demand. But rest assured, we will do everything we can to make sure that **Lone Wolf and Cub** #1 will be available for everyone.

The same goes for issues 2, 3, 4, 5... well, you get the idea.



American Flagg! #47: Reuben takes on the Plex! Beginning a very special four-part **AF!** saga by **Howard Chaykin**, **Mindy Newell**, and **Paul Smith**. Cover by Chaykin. \$1.75.

Badger #30: Badger is struck down by Negative Kung — the delayed death touch — and only "The Grand Master" can save him! Part-one of a three-issue martial arts extravaganza! By **Mike Baron** and **Bill Reinhold**. \$1.75.

Dynamo Joe #14: It had to happen — **Dynamo Joe** versus **Wolf-1** in a fight to the finish! The penultimate confrontation of the Orion War! By **Phil Foglio**, **Doug Rice** and **Brian Thomas**. \$1.75.

Elric: The Vanishing Tower #3: The awesome power of the enchanted runesword **Stormbringer** is unleashed, as "The Noose of Flesh" tightens around the albino prince's captors. Adaptation by **Roy Thomas** and **Jan Duursema**. Bi-monthly series. \$1.75.

Grimjack #41: The old **Grimjack** is dead, and the new **John Gaunt** now lives in the shadows, seeking out those in need. And the shadows lead him to the decadent, predatory world of the **Wild Side** to solve the mystery of "The Weeping Bride." By **John Ostrander** and **Tom Mandrake**. Plus **Munden's Bar** by **Phil Foglio**. \$1.75.

Jon Sable, Freelance #54: Sable sets out on the trail of international smugglers supplying contraband to the **IRA**, and learns the shocking secret of "Jacklight." Part one of a special three-issue story by **Mike Grell** and **Tony Salmons**. Cover by Grell. \$1.75.

Lone Wolf and Cub #4: The assassin's road leads the **Lone Wolf** to a deadly confrontation with the dreaded **Bentenrai**. By **Kazuo Koike** and **Goseki Kojima**. Cover and Introduction by **Frank Miller**. Black-and-white. 64 pages. Perfect bound. \$1.95.

Nexus #39: The **Boom Search** — the device that enables skilled telepaths to search the cosmos for other powerful minds — is used to find a broker willing to trade the power necessary to slay **Nexus**. By **Mike Baron** and **Kirby Award** winning artist **Steve Rude**. \$1.75.

Psychoblast #2: It was all in his mind... until it escaped! Who is **Psychoblast**, and what is the source of his power? The first issue gave you a glimpse of what he's capable of; but now his full fury is unleashed as he confronts the mysterious **Arrabella**, a psychic vampire driven to destroy **Psychoblast**. By **Steven Grant**, **Robb Phipps** and **Al Vey**. \$1.75.

Shatter #12: While the **Insurance Wars** rage, **Shatter** aligns himself with the **Alien Nation** to oust the corrupters of **Daley City**. By **Peter B. Gillis** and computer graphics wizard **Charlie Athanas**. Bi-monthly series. \$1.75.

Whisper #10: A wrong number leads to the beginning of a new storyline as **Whisper** becomes embroiled in a CIA cover-up of **Contra** atrocities and drug trafficking. By **Steven Grant** and **Norm Breyfogle**. Painted cover by **Breyfogle**. Bi-monthly series. \$1.75.

A TUNED OUT GUY. A TURNED ON DOLL.
AND A PSYCHO-SEXUAL POLICE CAR
ON THE PROWL...
THERE'LL BE HELL TO PAY.

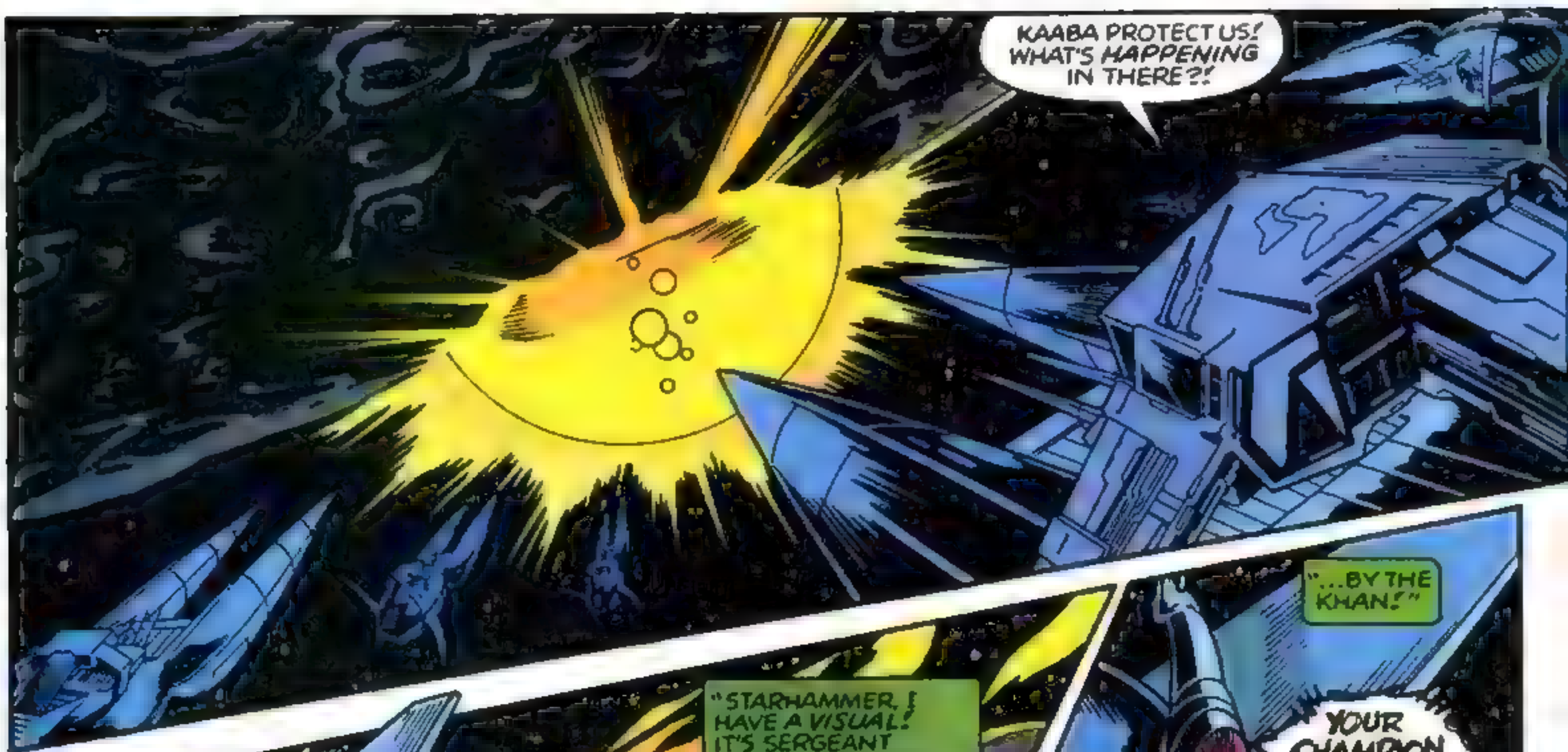


VOLUME II

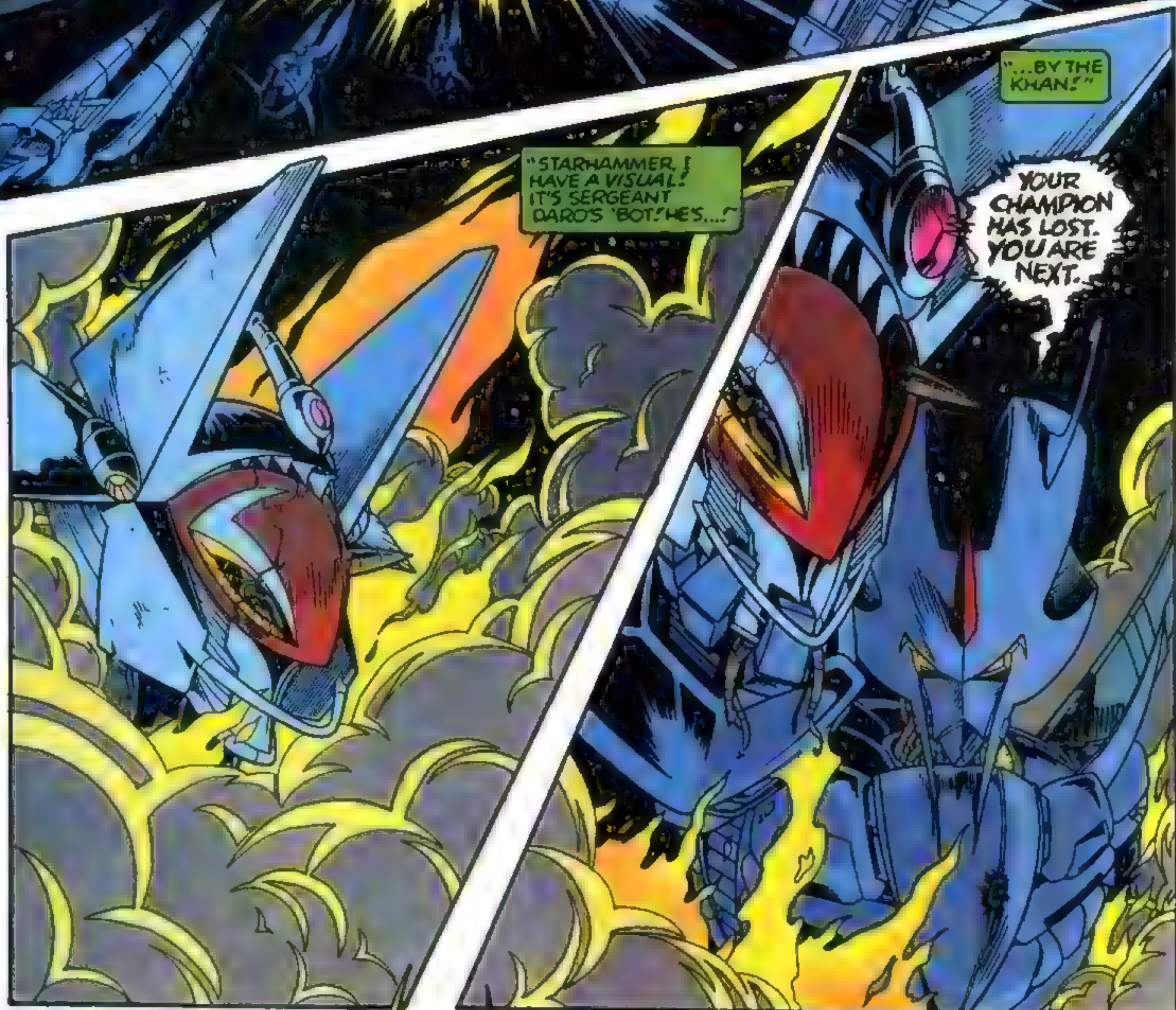
The
SATISFACTION
OF
BLACK
MARIAH
by
HOWARD CHAYKIN

COMING IN SEPTEMBER

FIRST
PUBLISHING
COUNT ON US.



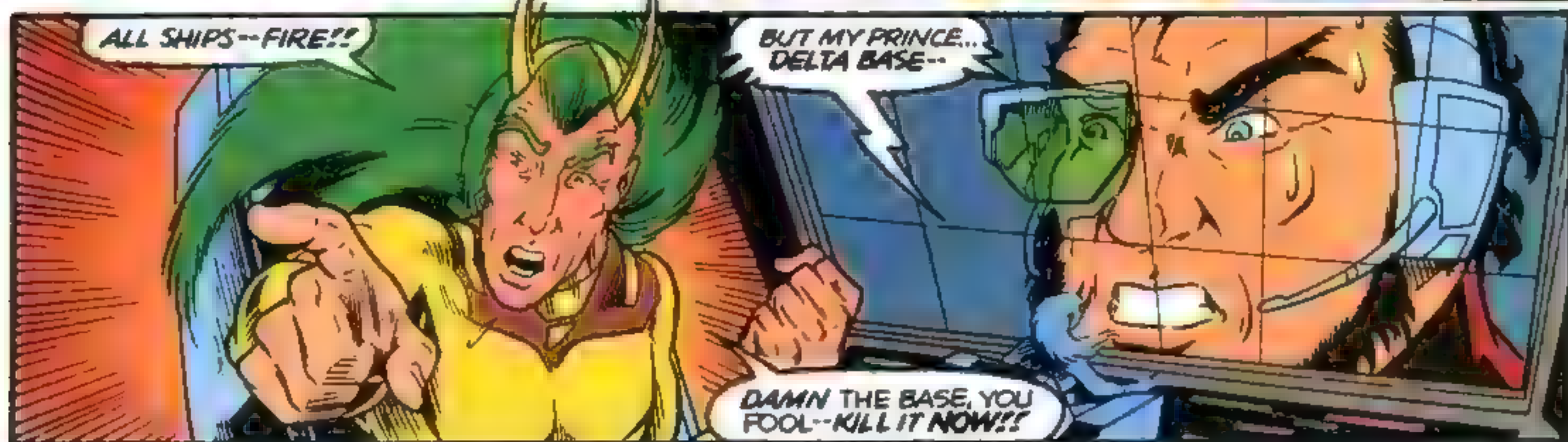
KAABA PROTECT US!
WHAT'S HAPPENING
IN THERE?!



"STARHAMMER,
HAVE A VISUAL!
IT'S SERGEANT
DARO'S 'BOT! HE'S..."

"...BY THE
KHAN!"

YOUR
CHAMPION
HAS LOST.
YOU ARE
NEXT.



ALL SHIPS--FIRE!!

BUT MY PRINCE...
DELTA BASE--

DAMN THE BASE, YOU
FOOL--KILL IT NOW!!



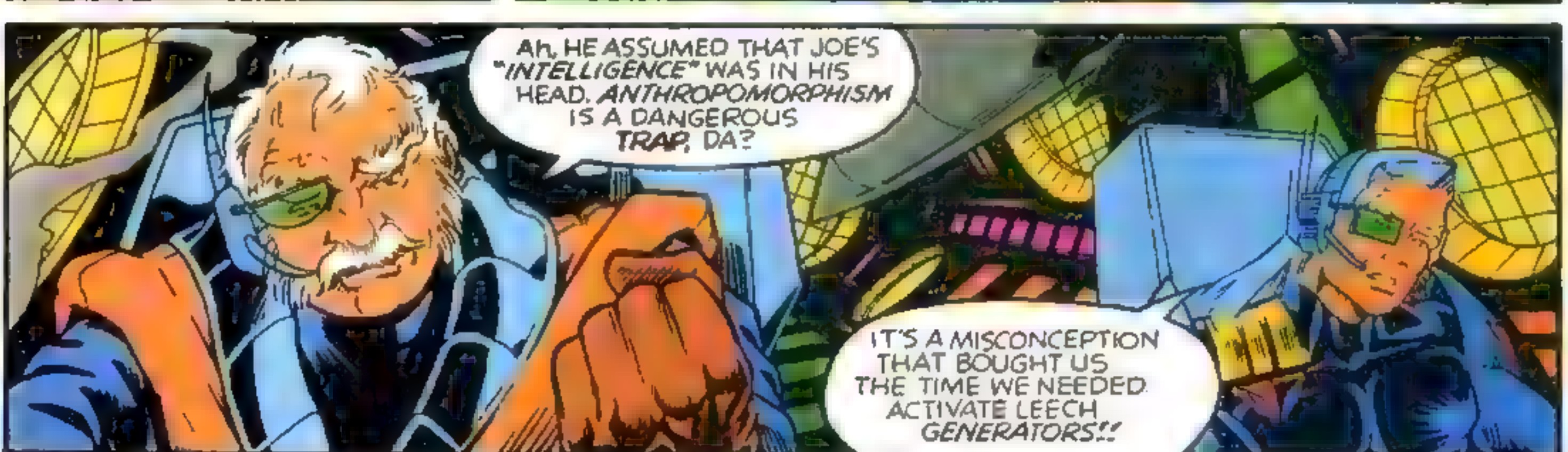
YOU ARE NOTHING!
I WILL FEED UPON
YOU ALL!



WHAT?!



NO! HOW
CAN IT
BE?!!



AH, HE ASSUMED THAT JOE'S
"INTELLIGENCE" WAS IN HIS
HEAD. ANTHROPOMORPHISM
IS A DANGEROUS
TRAP, DA?

IT'S A MISCONCEPTION
THAT BOUGHT US
THE TIME WE NEEDED
ACTIVATE LEECH
GENERATORS!!

THE LEECH GENERATORS
ARE DESIGNED TO DRAW
ENERGY FROM SPACE
ITSELF. THEIR EFFECT
UPON NEARBY ENERGY
FIELDS IS DEVASTATING!

NOW!!

GYAARRG!!

SCAWARRR!!

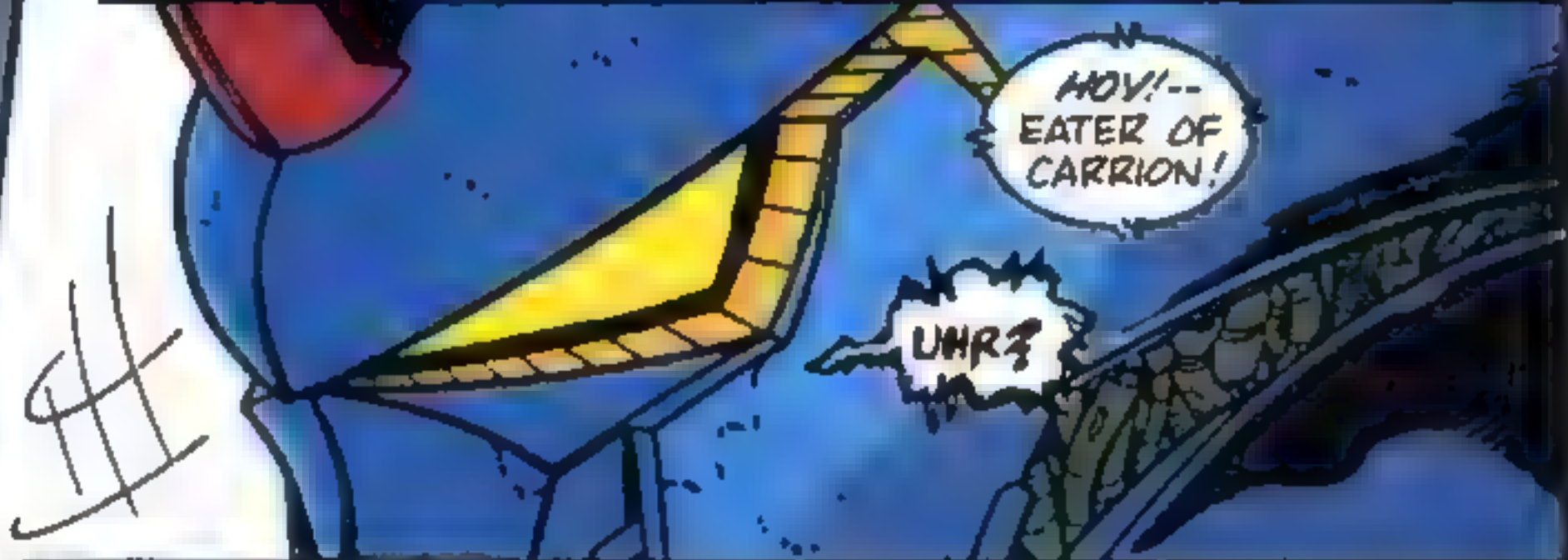
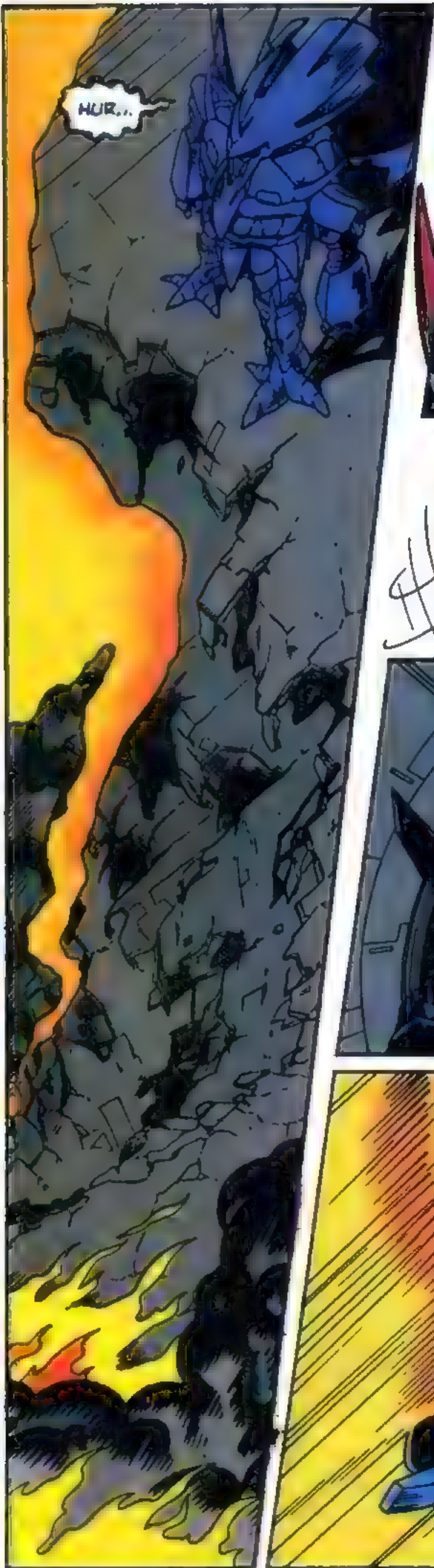
PAIN!

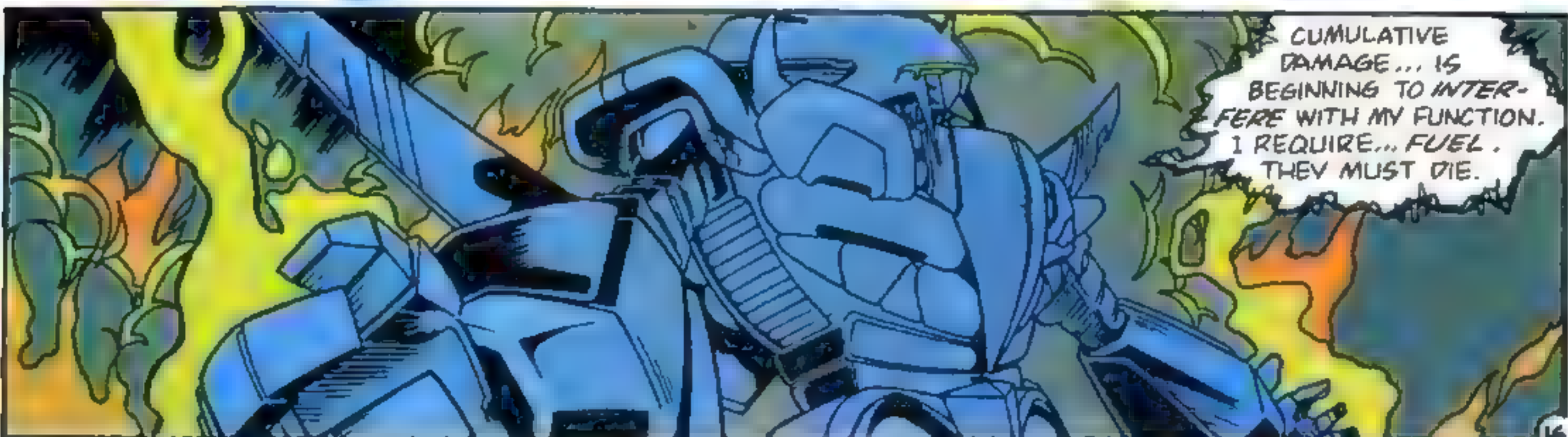
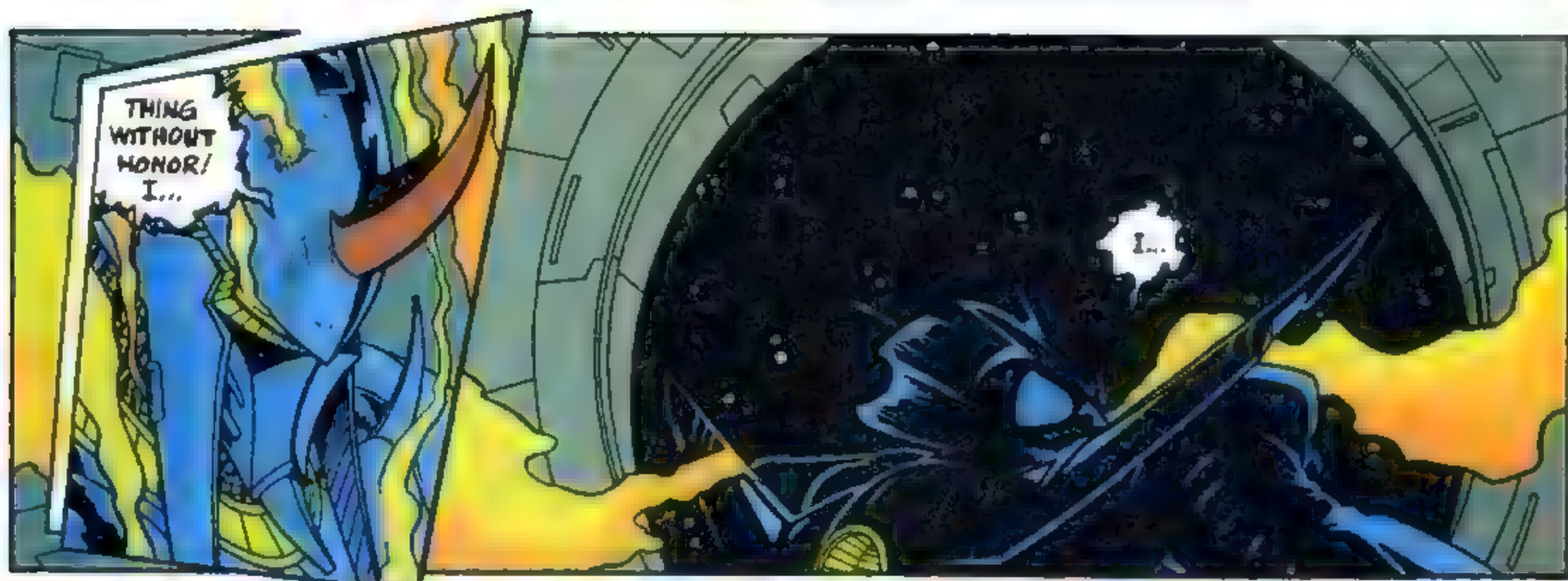
YOU FEED
ME--

DAMN!
THERE GO THE
GENERATORS!

CRASHHOOOM!

--NOW!





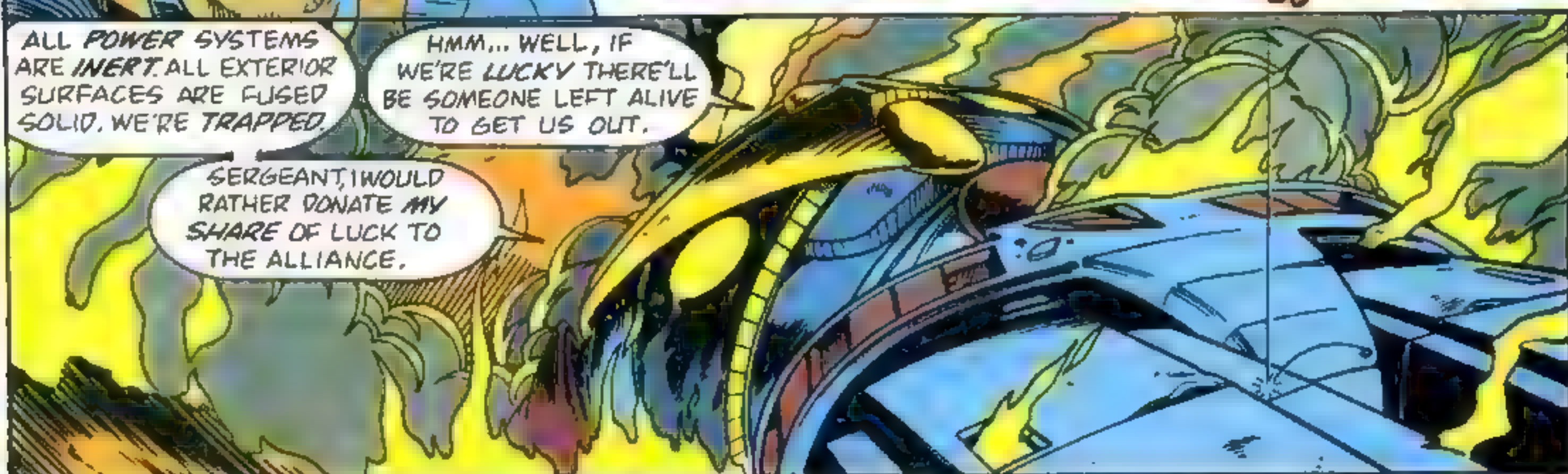


MEANWHILE...

UHHH...
GENERAL?
YOU
OKAY?

DA-- AM
IN TOO MUCH
PAIN TO BE
DEAD.

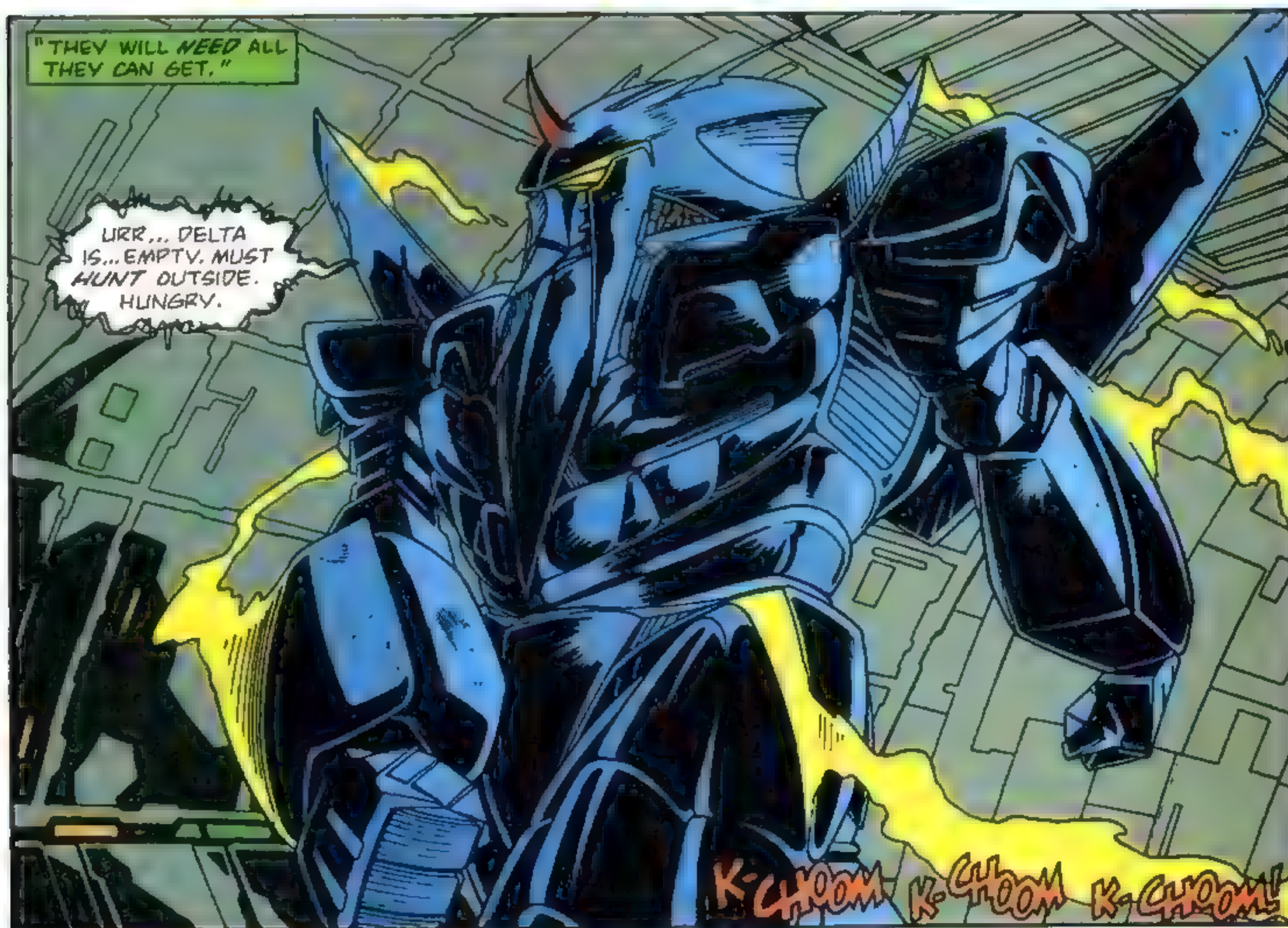
SUIT
STATUS?



ALL POWER SYSTEMS
ARE INERT. ALL EXTERIOR
SURFACES ARE FUSED
SOLID. WE'RE TRAPPED.

HMM... WELL, IF
WE'RE LUCKY THERE'LL
BE SOMEONE LEFT ALIVE
TO GET US OUT.

SERGEANT, I WOULD
RATHER DONATE MY
SHARE OF LUCK TO
THE ALLIANCE.



"THEY WILL NEED ALL
THEY CAN GET."

UUR... DELTA
IS... EMPTY. MUST
HUNT OUTSIDE.
HUNGRY.

K-CHOOM K-CHOOM K-CHOOM!



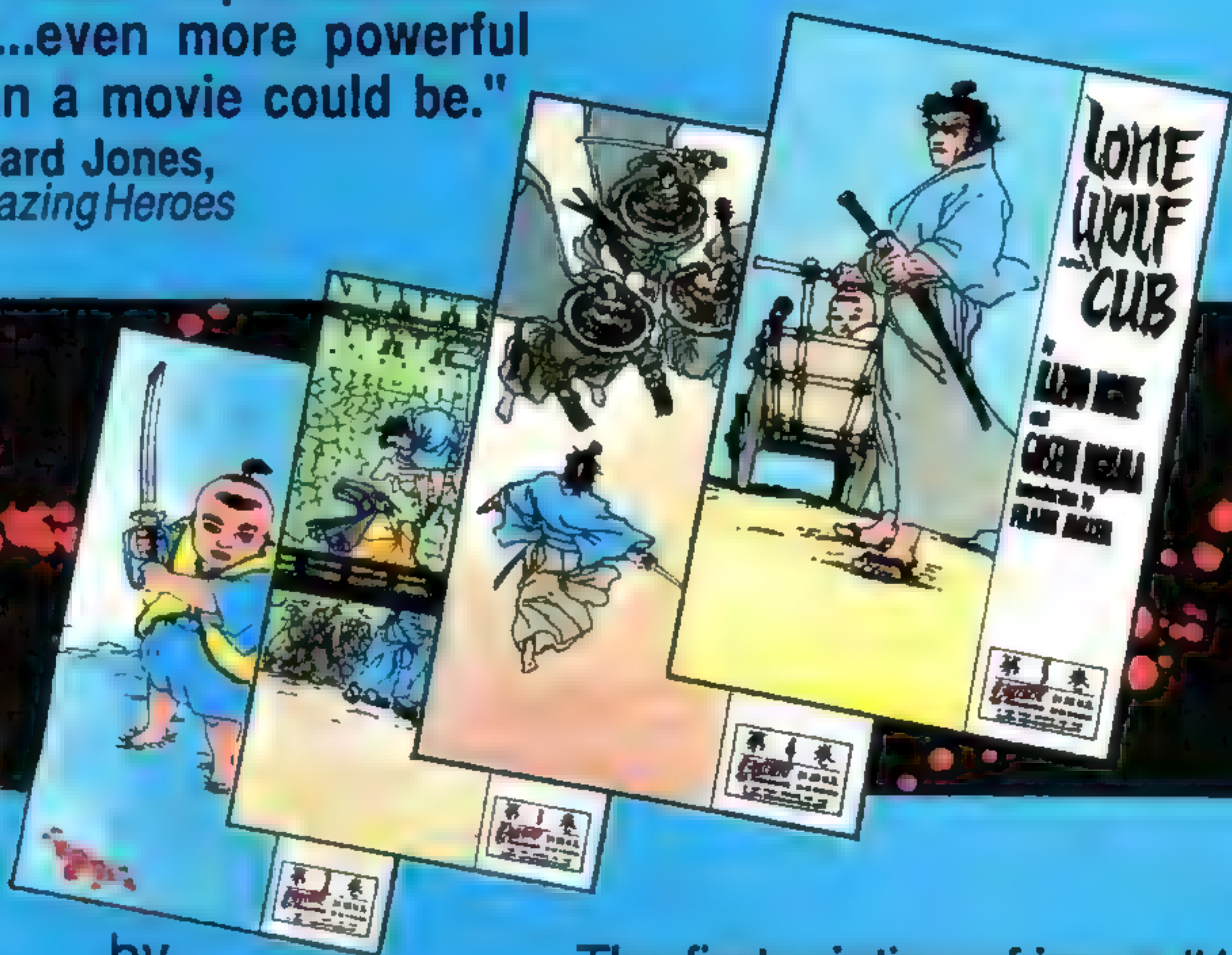
NONE SHALL
ESCAPE ONCE
FOUND--

"This one is going to
sell out *fast*... Miss it at
your peril."

Don Thompson, Editor, *Comics Buyer's Guide*

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art...even more powerful
than a movie could be."

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Amazing Heroes



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and
GOSEKI KOJIMA

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violent past every month
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NO... NOT
READY...



SO POWERFUL ARE THE LEECH GENERATORS OF THE GALAX-C'S THEY THREATEN TO DAMAGE THE VERY FABRIC OF SPACE ITSELF AS THEY SUCK IT DRY OF EVERY IOTA OF ENERGY.

THE EFFECT UPON WOLF-1 CAN BE NOTHING LESS THAN TRAUMATIC!

RAAAAAA!!

IT'S WORKING!
HE'S REELING!
PROCEED TO
STEP 2!

TO HEAR IS TO
OBEY, MY PRINCE. TROJAN
SQUAD, BY-PASS ALL GOV-
ERNORS AND CONCENTRATE
FULL POWER UPON
TARGET!

FIRE!

WUAAAG!

YOU
GETTING
ANYTHING
ON THE
SCOPES?

UNDER THE ONSLAUGHT,
SEVERAL SQUARE KILO-
METERS OF DELTA
BASE BOILS AWAY
INTO SPACE.

NOTHING THAT
MAKES ANY SENSE.
YOU CAN'T THINK
THAT IT MIGHT'VE
SURVIVED.

DO... NOT...
UNDERESTIMATE WHAT...
YOU CANNOT...
COMPREHEND.

I AM
WOLF-1!! I
WILL NOT... BE
BEATEN THIS
DAY!!



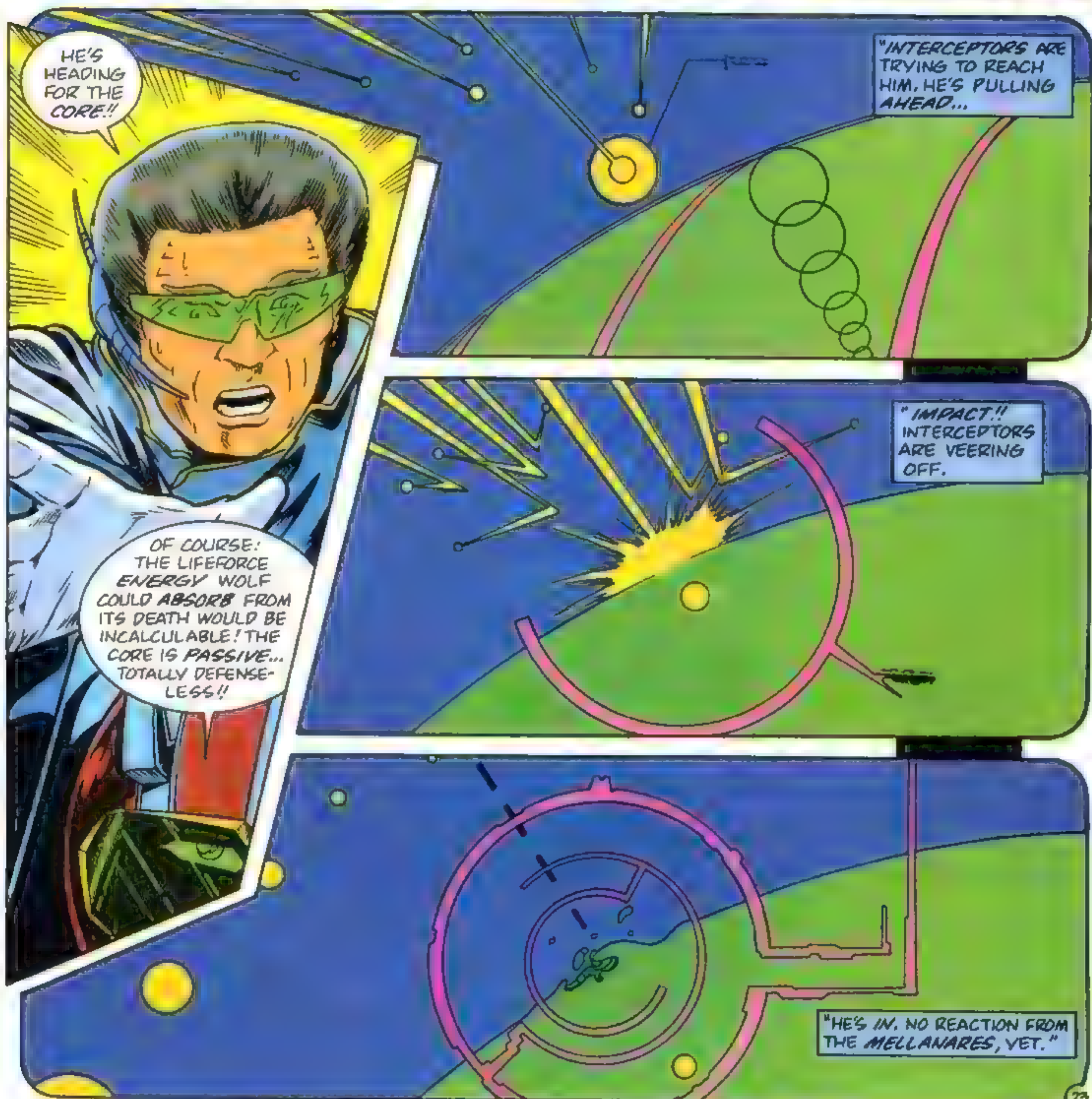
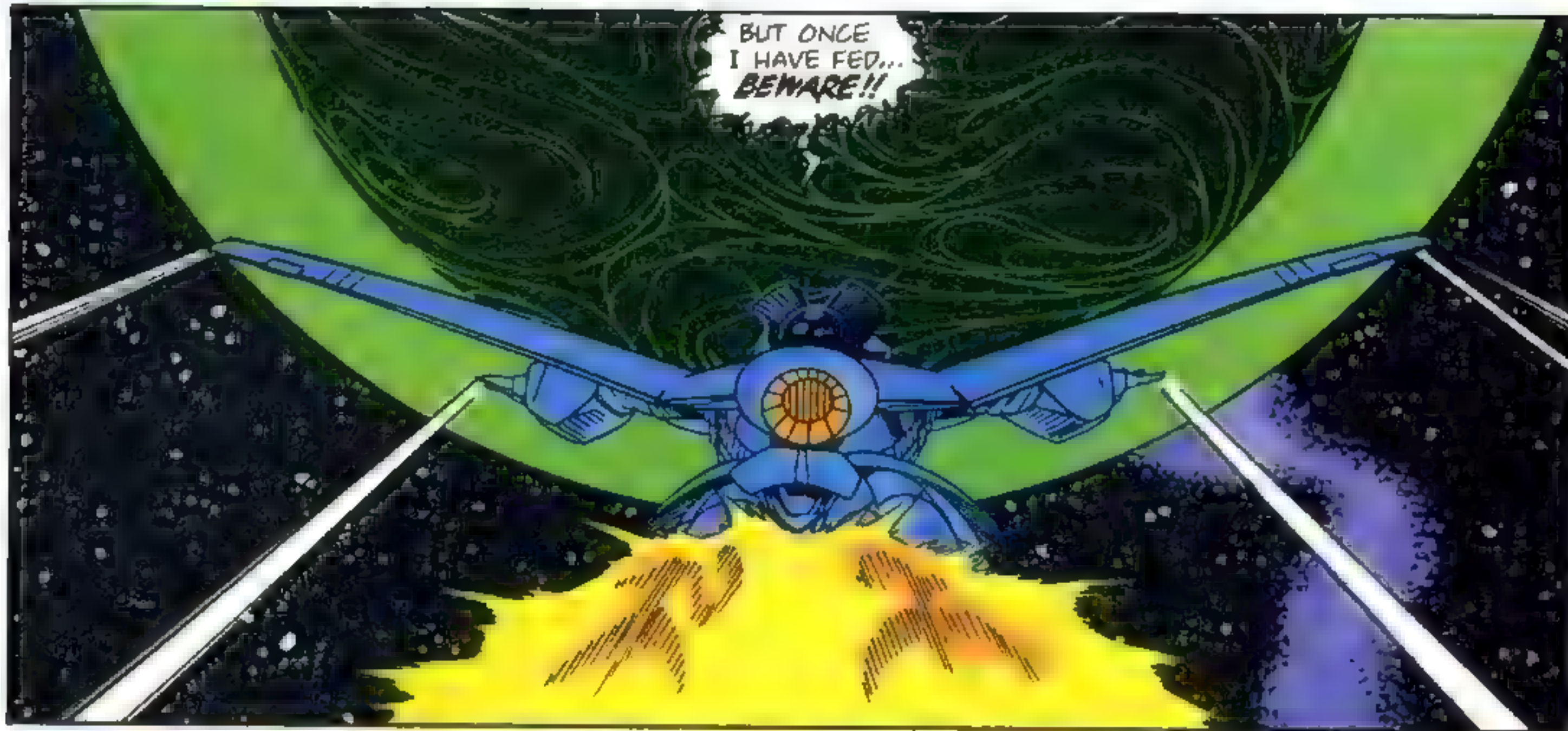
EVEN THE
LITTLE MASTERS
FAILED TO COMPREHEND
HOW WELL THEY HAD
WROUGHT. I WILL NOT
BE DESTROYED BY THE
LIKES OF YOU.

THE BLAST RIPS A
CORRIDOR THROUGH
THE ALLIANCE FLEET...



AND BEFORE THE GAP
CAN BE FILLED, WOLF-1
MAKES A BREAK.

BE CONTENT...
BY YOUR CONTINUED
EXISTENCE.. YOU HAVE..
WON... FOR NOW.



INSIDE ONE OF DELTA'S
BLAST BUNKERS...

WELL...
THAT DID IT.
SAY VER
GOODBYES
NOW.

WHAT FLUR?
YOU SAW THE MONITOR...
THE MELLENAES WILL
KILL HIM.

I AIN'T TOO SURE. V'SEE
WOLF 'N' ME SHARED A MENTAL
LINK THROUGH THAT BATTLE HELMET
HE GAVE ME. EVEN A KILLING MACHINE'S
MIND CAN WANDER AND I COULD PICK UP
STUFF. HOW HE KNEW, I DUNNO, BUT
THEM BUGS WAS ALL CALM AN'
COZY. WHEN THE ALLIANCE SEALED
'EM UP, THEY FELT ... SAFE.

SAFE? BUT
THEY WERE
DEFEATING
US!!

PRETTY GOOD
JOKE, EH? THEY WAS
SCARED TO DEATH
OF YOU FOLKS

REMEMBER, THEY DON'T UNDERSTAND MACRO-SPACE. SO WHEN YOU-ALL JUST UP 'N' VANISHED, THEY JUST THOUGHT YOU'D GONE AWAY.

"THEY WON'T BE PREPARED FOR WOLF-1 TO COME BURSTIN' IN AND FLOWING STRAIGHT FER THE CORE."

"THEY MIGHT NOT BE ABLE TO REACT IN TIME TO STOP HIM."

I'M MORE WORRIED ABOUT WHAT MIGHT HAPPEN IF THEY DO STOP HIM.

WELL, IT'LL TEACH 'EM A LESSON, THAT'S FOR SURE.

THEY'D REALIZE THAT THEY'RE NOT...SAFE.

THEY'D HAVE WOLF TO STUDY AT THEIR LEISURE...STRIP HIS MIND BARE-BACK.

MMM...IT'S POSSIBLE.
BUT THEY'D STILL BE
TRAPPED. I DON'T THINK
THEY COULD LEARN ANY-
THING...USEFUL...UH-OH

LOOK!

WAOW!!!

NEXT: PAX PROCYON!



Dear Tabby

C/O FIRST COMICS
435 N. LASALLE
CHICAGO IL 60610

Dear Joes (but not the GI types),

I've just recently returned to comics after a year long hiatus — and I've returned in a big way (I hope). Not only am I buying a significant number of titles, but I'm also going to try to respond to each and every one of them. I credit "T.M. Maple" for the inspiration, and have even taken to numbering my letter after him. Anyway, we'll see how long this lasts...

Not seeing "Joe" since a year ago (the Special), I was pleasantly surprised at what I found upon reading issue 10. Maybe my memory is bad, but did Foglio script Joe a year ago? If he did, I didn't remember so — and found myself chuckling with glee on the discovery of a long lost friend. Many times, my subscription to the Dragon was renewed only because of the continuance of Foglio's "What's New" strip. (Which leaves me thinking... will we see a special "Sex in Dynamo Joe" issue?)

It looks like I'll be needing to catch up on the nine issues that I missed, alas. Well, I guess it's not that *bad*... as long as I don't get fleeced at the comic shop. But the storyline is very intricate (not a bad thing at all, and one that makes me smile while searching for back issues) and I have no idea on some of these characters even with the help of the new "Who are these guys, anyway?" frontispiece. (By the way, a very sharp looking tie-in between all your books. Excellent design. The only thing I miss is the joking in the indicia, but I guess that died with E-Man.)

The artwork? Well, it says "Guest Pencils" so I can't speak for the series, but if this issue is an indication of what I can expect — well then, lay on McDuff. My

favorite was the last panel on page 5. By the way, trouble with the princes: they look alike. I hope that's because they're twins.

No more comments for now, but expect lots more in the future.

Glen E. Cox
5301 Buffalo Pass
Austin, TX 78745

Phil Foglio has been writing DJ since issue #4. Ben Dunn is our regular fill-in penciller on DJ, doing every third issue, allowing us to do full-length stories every month.

Dear Sirs,

It's odd to be writing a letter about Dynamo Joe #9 and 10, secure in the knowledge that the eleventh will be out shortly and that you are probably working on the sixteenth. I'm not complaining, however. It's nice to know that we've gotten this far along. Thank you for all of it.

The thought that comes to mind about these past few episodes is something written, I believe, by Robert Heinlein: "Remember your enemy is a hero in his own eyes. It may leave room for compromise." After a lot of time spent considering Sgt. Bolan and Prince Shaeton as foes, due to their attitudes towards Daro (Congratulations on his promotion. Long overdue.), we now get to see them at their best, coping with situations that stretch them to their limits. For Bolan, it's learning that his old certainties on broadcast power and his certainty in the Khan's judgement may both be in doubt. For Shaeton it's more basic — trying to win a situation that cannot be won, facing a foe that, till now, must have seemed to be

someone else's threat. Both acquit themselves well, but both are not yet done being tested.

Sadly, Captain Tanamara does not fare as well. Perhaps it's some remnant of the earlier Mellenares mind control experiment (Hmm, I wonder if that had something to do with the Dreamer problem?) but her lack of compassion leaves me, as with Shaeton, cold. I have met people who remind me of her just now. They have their duty and that is all they have. There's nothing else in their lives. I can only feel sorry for them. As I said, sad.

The next issue should be out this week. I'm looking forward to it and the constant seesaw of this war. I offer my congratulations to all involved, but especially to Doug Rice, who brought us the vision in the first place.

Brian R. Jordan
53125 Oakton Drive
South Bend, IN 46635

Dear Dynamomakers,

Dynamo Joe #11 (The Core) was, in short, a very good issue. Short, as all of them were since #4, but very good. It also showed us the return of Doug Rice and Daro, but the Cargonauts are gone for good!

Don't get me wrong. Cargonauts was good, but I never really enjoyed it because I thought of it as the only reason the main story was so short, but it was a good try and had some pretty good parts (Bar-room brawls, jailbreaks, etc.). Better luck next time (if there is a next time!)

On to the issue. So! They finally found the core, so they blast Mellenares left and right with those over-sized blasters! The guns were pretty cool, but did

"I understand that full-length issues now cost \$1.75, but I have been collecting Nexus for a very long time, and have never complained about the price, so I guess I can live with it."

they have to be so big? And backlash. Was there any of that? The suits didn't seem to portray any or flinches or such. Oh well. So it goes.

Wolf-1 is still the raddest suit around! Its and Vautraver's origins are still unknown. I thought he'd spill the beans in issue 10. Don't ask me why. When they first revealed themselves in issue 5, I thought to myself, "Self, I think Wolf-1 will last five issues. No more. No less. Five issues."

A couple of weeks ago I picked up First Edition #57. I took it home and read it through and soon discovered that it won't be revealed until #13! Three whole issue off! What's wrong with me?

Well, see if you can keep him around a couple issues after this 'cause I love it!

Despite many of my complaints and criticisms, I still loved the issue; it just keeps getting better! I understand that full-length issues now cost \$1.75, but I have been collecting Nexus for a very long time, and have never complained about the price, so I guess I can live with it.

Michael Cho
17061 Tennyson Place
Granada Hills, CA 91344

*And like Nexus, it is now a deluxe book with full painted color on deluxe paper — so we're giving you more than just ten more pages of **Dynamo Joe** every month!*

*And speaking of the **First Edition**, it is now available at many comics shops; so you can find out all the latest news from **First Comics** every month! If your retailer doesn't have it, find out why!*

Hello there,

I've been a follower of Dynamo Joe since #1, and I have to tell you I'm glad that you continued this series. Sorry I'm so late in telling you this, but I've been busy reading and not writing. When I bought that #3, I thought — I've got them all at last!... Now what do I do with my life? So, thanks.

I was just reading the letter column in #11, and there are some things I'd like to know:

1) Just what are Doug and Phil's "big" plans for Wolf-1?

2) Referring to your comment on A. Brownlee's letter — ARE there cookies big enough for DJ?

3) When is Pomru going to get promoted?

Well, thanks for your time, and if you're not too busy, tell Pomru I think he deserves a promotion for all he's done, and tell DJ I think he's the best Dynamo suit in the fleet (or does he even need telling?).

Brian Stumpp
1839 Manzanita Drive
Concord, CA 94519

Well, Brian, I guess your first question was partially answered this issue. As for your other two questions, they're darn good ones!

Dear Tabby,

I have collected every issue in which Dynamo Joe has appeared since Mars #10. It is an excellent series, with beautiful art and clever, well-constructed stories. Best of all, you have created a detailed and imaginative universe in which to stage your adventures.

I find only one real fault with the series: You have two likeable main characters, but you have

neglected to develop the chemistry between the two. In fact, the two characters are rarely together, and when they are, they usually are interacting with other characters.

What is needed is an occasionally smaller adventure involving only Daro and Pomru, giving us a chance to see the friendship between these two. Such stories will make it easier for the readers to develop a love for the characters, a love that will bring us back every month.

Cary Dalton
231 Glen Lily Road
Bowling Green, KY 42101



NEXT MONTH: Wolf-1 is back again — and he's definitely bigger than ever. And the forces of the alliance meet the Mellenares face-to-face! By Doug Rice, Phil Foglio, and Brian Thomas.

—Rick Oliver



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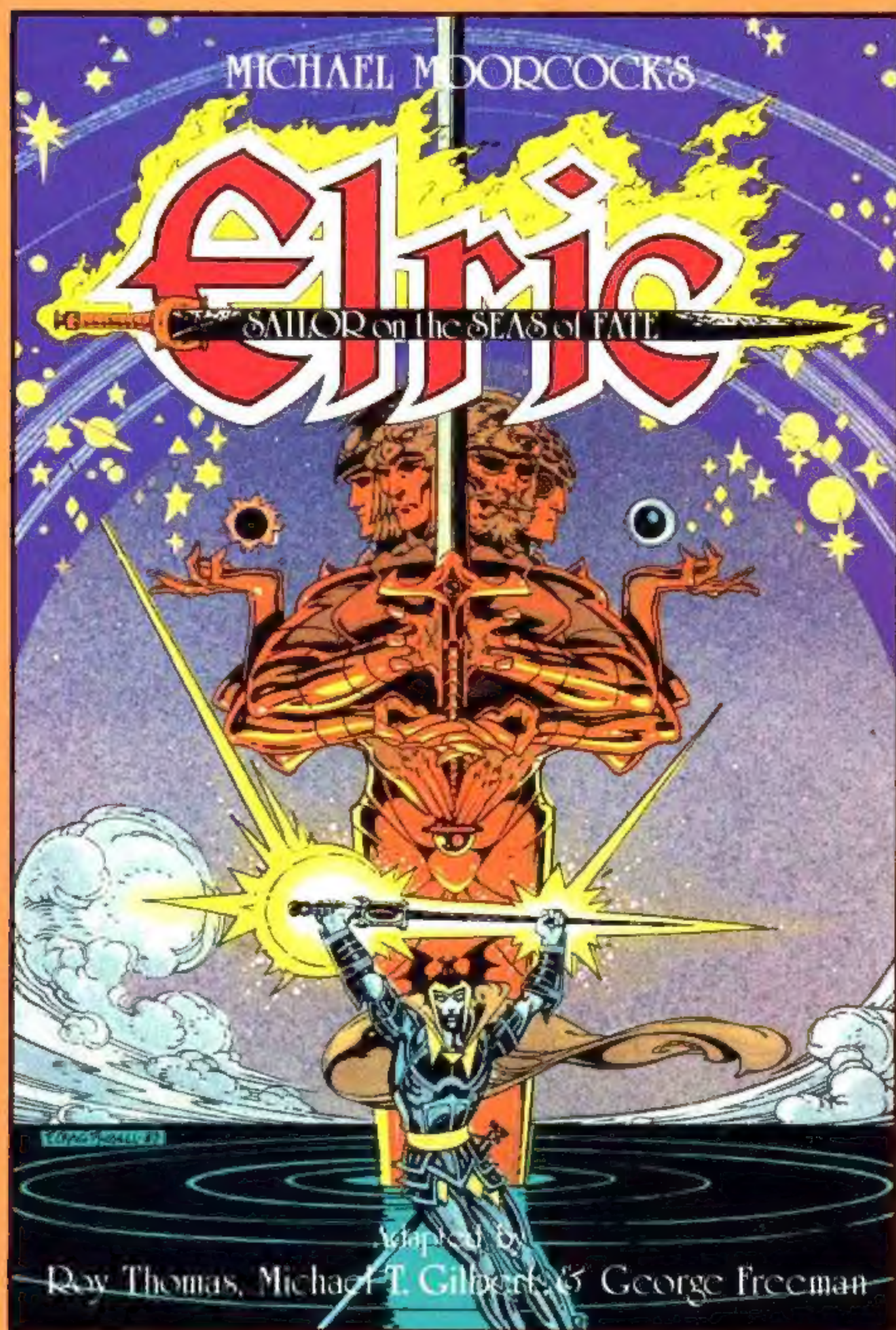
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